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04-20053M

FOR THE MACINTOSH®

THE ULTIMATE DOOM™

Accelerated for Power Macintosh

INSTRUCTION MANUAL

id SOFTWARE INC ™

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IMPORTANT NOTE TO MULTIPLAYER MODE USERS

When you are playing with friends, certain rules for playing **DOOM** change significantly. Full details on this are included on the separate **Multiplayer Addendum** found in your game box.

THE STORY SO FAR

You're a marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago, you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation.

The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for fifty million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room.

For the last four years the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. So far they have been able to open gateways between Phobos and Deimos, throwing a few gadgets into one and watching them come out the other. Recently however, the Gateways have grown dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity–babbling vulgarities, bludgeoning anything that breathes, and finally suffering an untimely death of full-body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a small set-back, but everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military support. Something fraggin' evil is coming out of the Gateways! Computer systems have gone berserk!" The rest was incoherent. Soon afterwards, Deimos simply vanished from the sky. Since then, attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troop for fifty million miles were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally, silence. Seems your buddies are dead.

IT'S UP TO YOU

Things aren't looking too good. You'll never navigate off the planet on your own. Plus, all the heavy weapons have been taken by the assault team leaving you with only a pistol. If only you could get your hands around a plasma rifle or even a shotgun you could take a few down on your way out. Whatever killed your buddies deserves a couple of pellets in the forehead. Securing your helmet, you exit the landing pod. Hopefully you can find more substantial fire power somewhere within the station.

As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here. There's no turning back now.

INSTALLING DOOM

The instructions for installing Ultimate DOOM are located in the addendum included in your game box. It is recommended that you install the Ultimate DOOM application, the DOOM.WAD file, and the Music folder to your hard drive. If you have purchased the disk version, you must install these files to play the game with music turned on. Although it is possible to play DOOM directly from the CD, we recommend you install the files listed above for acceptable speed.

OBJECT OF THE GAME

Welcome to DOOM, a lightning-fast virtual reality adventure where you are the toughest space trooper ever to suck vacuum. Your mission is to shoot your way through a monster-infested holocaust, living to tell the tale if possible.

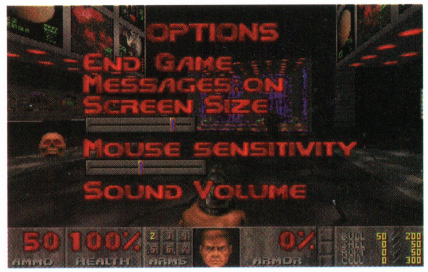
The gameplay for DOOM is quite simple. This is not a cumbersome adventure game, but an action-oriented slugathon. You don't need the reflexes of a hyperactive eight-year old to win, either — using your wits is IMPORTANT. To escape DOOM you need both brains and the killer instinct.

USING THE MENUS

When you launch DOOM, the game will start in single player mode. To access the game's setup options, hold down the 'S' key for the Single Player Setup dialog, or the 'M' key for the Multiplayer Setup dialog, when the logo screens appear.

The single player and multiplayer setup dialogs allow you to load additional WAD files or a saved game, as well as choose the skill level, kill other applications, and monster, respawn and warp options. Press the "Load WAD File..." or "Load Game..." button while holding down the Option key to unload the current additional WAD files or saved game files. Multiplayer setup also allows you to configure and start a multiplayer game. See the Multiplayer Addendum for details on starting and playing a multiplayer game.

After starting the game in single player mode, a self running demo will begin. At this point, you can access the menubar by moving the cursor to the top of the screen. To access the DOOM menu, press the <Escape> key. Use the arrow keys to move the skull cursor up and down. If you have selected either "Mouse" or "Joystick" under the Options menu, you may also use the mouse or joystick to move the skull cursor up and down. When the skull is adjacent to a desired selection, press the <Return> key, <Enter> key, mouse button (when Mouse is enabled), or joystick fire button (when Joystick is enabled) to activate that selection. You can bring up the DOOM menu at any time by pressing the <Escape> key.



NEW GAME (⌘N)

If you want to jump into the action, select this. You may also select "New Game" from the File menu. DOOM will ask you to select the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face. Beware the Nightmare level of difficulty. It is definitely not suitable for inexperienced game players.

LOADING AND SAVING YOUR GAME (F2/⌘2 AND F3/⌘3)

Games can be saved or loaded at any time during the gameplay while playing in single player mode. To save a game, enter the name of the game (the default name contains the episode and map/level number), and click the Save button. To load a game, simply select the appropriate game from the Load Game dialog. You can also switch to the Finder™ (unless you've "killed" it) and double-click a saved game file to load a game, or select "Open Saved Game..." from the File menu.

QUICKSAVE: Pressing the function key <F6> (or ⌘**6**), or selecting "Save" from the File menu, allows you to Save a game without leaving the action. If you have already saved a game, that file is overwritten when you select "Save", otherwise the standard file naming dialog will appear. Pressing <F9> (or ⌘**9**) or selecting the "Quickload" item from the File menu loads in the last game you have saved.

QUIT GAME (F10/⌘Q)

Quit Game enables you to quit from DOOM and return to the Finder. You may also press ⌘**Q** or <F10>, or select "Quit" from the File menu to quit DOOM.

END GAME (F7/⌘7)

This allows you to end the current game without exiting to the Finder or loading a new game. You can also press <F7> or ⌘**7** to end your current game, or select "End Game" from the File menu.

MESSAGES (F8/⌘8)

In DOOM, whenever you pick up an item, you'll receive information about the thing you just picked up. This option lets you toggle DOOM's messages on and off. You can also press <F8> or ⌘**8** to toggle messages on and off, or select "Toggle Messages" from the Control menu.

GRAPHIC DETAIL (F5/⌘5)

The default setting for the screen detail is LOW. If you have a Power Macintosh or a fast 68040-based Macintosh, you may wish to select MEDIUM or HIGH resolution. To change the graphic detail, select this option or press <F5> or ⌘**5** to change to the next resolution. You may also select "Graphic Detail" from the Control menu. If messages are turned on, the current resolution will be displayed for you momentarily in the upper left of the screen.

SCREEN SIZE (+ AND -)

Just below this option is a bar with a sliding marker. When this option is selected, you can use the arrow keys to slide the marker back and forth to adjust the viewing area. A smaller viewing area increases the smoothness of the animation on slower Macintosh systems. While playing the game you can adjust the size by pressing '-' or '+' on the main keyboard (note that you do not have to hold down the Shift key). Pressing the '-' or '+' key on the numeric keypad will not work.

SMALL GRAPHICS/LARGE GRAPHICS

These menu items in the Options menu allow you to change the size of the graphics on your monitor. You may want to use "Small Graphics" to improve performance.

SOUND VOLUME (F4/⌘4)

This selection also has a bar with a sliding marker, allowing adjustment of the volume from "off" to "maximum". These bars modify the music as well as the sound effects volume. Press <F4> or 4 to display the volume settings menu directly. You must also set the Macintosh's overall sound volume through your Sound Control Panel.

MOUSE SENSITIVITY

This selection lets you adjust the sensitivity of your mouse control. Just below this option is a bar with a sliding marker. When this option is selected, you can use the arrow keys to slide the marker back and forth to adjust the sensitivity of the mouse. Also note that by selecting "Turbo" in the Options menu you can adjust the speed of your movement while in the game. The Turbo setting can be found in the "Movement" dialog (press T to access it). A value of 100 is "normal", and a setting of 255 (the maximum) is "very fast".

GAMMA CORRECTION (F11/⌘G)

On some monitors, DOOM may appear too dark. Press the function key <F11> or ⌘**G** to lighten the screen through five different brightness levels.

TIP: *Save your game and save it often. When you die, you're back to the beginning of the level, toting that little pistol again. That ain't good, especially after you progress to some of the tougher levels.*

ON-SCREEN INFORMATION

DOOM provides on-screen information that's necessary to survive.

THE STATUS BAR

1 2 3 4 5 6 7

1. MAIN AMMO: In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.

2. HEALTH: You start out at 100%, but you won't stay there long. At 0% it's time to start over. Try a little harder next time!

3. ARMS: This list of numbers shows which weapons are available. If a number is highlighted, the weapon is accessible by pressing that number. ("1" is always available.)

4. YOUR MUG: This portrait isn't just for looks. When you're hit, your face looks in the direction from which the damage came, telling you which direction to return fire. Also, as you take damage you'll begin to look like raw hamburger—as shown to the left.

5. ARMOR: Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might, too.

6. KEY CARDS: You can see any keys you possess right here. There are three key colors; Yellow, Red, and Blue.

7. AMMO: This shows how much of each type of ammo you're carrying and the maximum amount you could carry—if you had it.

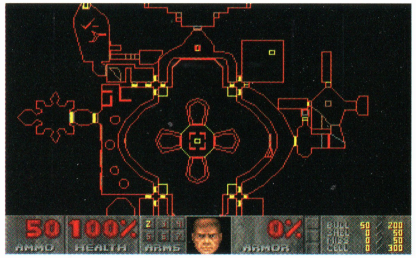
MESSAGES

Often you'll find yourself running over various items. DOOM tells you what you're picking up by printing a message on the screen – unless messages are off. Press <Return> to display the last message.

THE AUTOMAP

To help you find your way around DOOM, you're equipped with an automap device. By pressing the <Tab> key, you replace your normal view with a top-down map of everything you've seen up to date. The white arrow represents you, and points in the direction you're looking. You can zoom in and out by pressing '+' or '-'. Press the number '0' to toggle between zoom and full view. To mark your location on the map press the 'M' key. This will place a number over your location. To clear all the numbers from the map, press the 'C' key.

MOVING IN THE AUTOMAP:



Using the movement keys, you can move yourself, while viewing the Automap. This is dangerous, since you can't see the enemy while viewing the Automap. To scroll the Automap without moving yourself, turn off Follow mode. Press the 'F' key to toggle Follow mode on and off.

CONTROLLING THE ACTION

Most of the play commands in DOOM are a simple keypress away. You can use either your keyboard, mouse, joystick, and combinations of both to move, pick up items, shoot, and open doors. Note that to use the mouse or joystick you will need to select "Mouse" or "Joystick" from the Options menu (or press ⌘**M** or ⌘**J**).

MOVING

At first, you might find yourself bumping into walls while demons beat on you. Once you've got movement down, everything else follows. Select "Movement..." from the Control menu to view and modify the current key settings.

WALKING: Use the up and down keys to walk forward and backward.

TURNING: The left and right keys turn you left and right.

RUNNING: Hold down the Run key and the appropriate arrow key to speed yourself up.

STRAFE: By holding down the Strafe key, in combination with the left or right key, you can sidestep, rather than turn left or right. Some key settings provide a separate "strafe" left and right (for instance, if you're using the Main Keyboard settings, 'O' will cause you to sidestep to the right while 'L' will cause you to turn right).

Note: Jumping is very important for successfully completing DOOM. Though there is no jump key, you can leap from ledges by getting a running start. The faster you are moving the further you will go.

TIP: When traveling narrow passages many players have found it useful to examine the Automap in a magnified mode enabling them to see exactly where to step.

JOYSTICK OR MOUSE: A number of "settings" files for various Macintosh-compatible joysticks will be installed into your Ultimate DOOM folder that will allow you to configure your joystick for your own preferences. Note that if the Mouse or Joystick is enabled, the menubar is disabled. To access the menubar simply press ⌘**K** (keyboard mode), or

press the Command key equivalent of the menu item you want (i.e., ⌘**S** to Save). Moving the mouse cursor to the top of the screen causes the menubar to be displayed while in keyboard mode.

PICKING UP STUFF

To pick up an object, just walk over it. You're smart, and know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the Spacebar (or other key, if you have changed the "Action" key setting). When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc.). If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.

LOCKED DOORS: Some doors have security locks, and require you to have a color coded (yellow, red, and blue) security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch.

HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the Spacebar./Action key. If you've found a secret door, it will open for you. There are clues that reveal a secret door – a wall that's shifted down or a different color, a flashing light on a wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the Spacebar/Action key.

TELEPORTERS: Teleporters can be identified by an evil symbol on the floor beneath them. To use a teleporter, walk over the symbol.

COMPLETING AN AREA

At the end of each area in DOOM there is an exit chamber, generally marked by a special door or an "EXIT" sign. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, an Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, your completion time, and a par completion time are all displayed.

ETERNAL LIFE AFTER DEATH

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit – you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

FIREPOWER AND HOW TO USE IT

WEAPONS: At first, you have only your pistol and your fists for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The numeric keys select particular weapons (you cannot use the numeric keypad keys for this selection).
The weapons are:

1 = Fist **2 = Pistol**

3 = Shotguns deliver a heavy punch at close range and a generous pelting from a distance.

4 = Chainguns direct heavy firepower into your opponent, making him do the chaingun cha-cha.

5 = Rocket Launchers deliver an explosive rocket that can turn several baddies inside-out.

6 = Plasma Rifles shoot multiple rounds of plasma energy—frying some demon butt!

7 = BFG 9000s are the prize of the military's arsenal. Great for clearing the room of those unwelcome guests. Shoot it and see for yourself.

FIRING: To use a weapon, point it towards the enemy and press the 'D' key (or other key if you have changed the Fire key in the Movement dialog), or hold down the 'D'/Fire key for rapid fire. If your shots hit a bad guy, you'll see splattering blood. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

AMMO: Different weapons use different types of ammo. When you run over ammo **DOOM** automatically loads the correct weapon.

Small Ammo	Large Ammo	Weapon
Clip	Ammo Box	Pistol, Chaingun
Shells	Box of Shells	Shotgun
Rocket	Rocket Case	Rocket Launcher
Cell	Bulk Cell	Plasma Rifle, BFG 9000

You have a maximum limit on the amount of ammo you can carry, too. These are listed on the right side of your status bar. Also, when you find a weapon that you already possess, don't scorn it! Picking it up also gives you ammo.

COMMANDS AND SHORTCUTS

You can also refer to the pull-down menus, which contain keyboard equivalents to the following keys.

COMMAND	MENU/KEY
DOOM Menu	<Escape>
Automap (on/off)	<Tab>
Help	Control/Help, <F1>, ⌘**1**
Save Game As...	File/Save As, <F2>
Load Game...	File/Open Saved Game, <F3>, ⌘**O**
Sound & Music Volume	Control/Sound Volume, <F4>, ⌘**4**
Graphic Detail	Control/Graphic Detail, <F5>, ⌘**5**
Quicksave	File/Save, <F6>, ⌘**S**
End Game	End Game, <F7>, ⌘**7**
Toggle Messages	Control/Toggle Messages, <F8>, ⌘**8**
Quickload	File/Quickload, <F9>, ⌘**9**
Quit	File/Quit, ⌘**Q**
Pause	Control/Pause, ⌘**P**
Gamma Correction	Control/Adjust Gamma, ⌘**G**
Reduce View Size	'–' key
Increase View Size	'+' key
Keyboard Mode/Access Menubar	Options/Keyboard, ⌘**K**
Mouse Enabled (No menubar access)	Options/Mouse, ⌘**M**
Joystick Enabled (No menubar access)	Options/Joystick, ⌘**J**

COMMANDS USED ONLY IN AUTOMAP

F = Follow mode (on/off) M = Mark place C = Clear Marks
+ = Zoom in - = Zoom out 0 = Full map/Zoom

WEAPONS SELECTION

1 = Fist/Chainsaw 2 = Pistol 3 = Shotgun
4 = Chaingun 5 = Rocket Launcher
6 = Plasma Rifle 7 = BFG 9000

MOVEMENT KEYS (Default Setting)

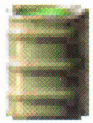
I = Move Forward .....K = Move Backward
J = Turn Left .....L = Turn Right
U/Opt+J = Strafe Left.....O/Opt+L = Strafe Right
Shift+I = Run Forward .....Shift+K = Run Backward
Shift+J = Fast Turn Left .....Shift+L = Fast Turn Right
Fast Turn Right ..... Shift + Right Arrow
Strafe Left ..... Alt + Left Arrow
Strafe Right .....Alt + Right Arrow

FIRING YOUR WEAPON	OPENING DOORS/FLIP SWITCHES
Control Key	Spacebar
Mouse Button 1	Double-click Mouse Button 2
Joystick Button 1	Joystick Button 2

TIP: *When you're comfortable playing the game, try using the keyboard and the mouse simultaneously. The mouse provides fine control for aiming your weapon (allowing you to smoothly rotate left and right) while the keyboard permits you to activate the many useful functions of the game.*

DANGEROUS DOOM ENVIRONMENT

Some parts of the DOOM environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels, radioactive waste, or crushing ceilings should be approached with caution.



EXPLODING BARRELS: Scattered around the base are drums containing fuel, toxic waste, or some other volatile substance. If your shots hit one of these barrels, it's kablooey time! It might take several bullets to set off a barrel, but a single blast of any of the other weapons usually does the trick.

SLIME AND OTHER RADIOACTIVE WASTE: Many of the areas in DOOM contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

CRUSHING CEILINGS: Some of the ceilings in DOOM can smash you, making you cry blood. Often you'll be able to see the ceiling moving before you go under it, but not always. Be careful and Save often!

TIP: *Barrels can often be the most devastating weapon in your arsenal—delivering a body-blasting explosion to all nearby purgatory pedestrians. Wait until several evil guys get next to a barrel and blast away at the can, then watch 'em all go boom!*

HEALTH AND ARMOR

Even for a tough hombre like you, DOOM can be a deadly place. Whenever you are injured, the screen will flash red, and your health will decrease. Keep an eye on your health or you'll end up face down.

HEALING: When you're hurt, you'll want to get your health back as soon as possible. Fortunately, Medikits and Stimpacks are frequently scattered around the base. Grab them if possible.

Stimpacks give you a quick injection of booster enzymes that make you feel like a new man—at least, to a degree.

Medikits are even better, and include bandages, antitoxins, and other medical supplies to make you feel a lot healthier.

ARMOR: Two types of body armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use, and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.

Security armor is a lightweight kevlar vest that's perfect for riot control.

Combat armor is a heavy duty jacket composed of a titanium derivative—useful for protection against real firepower, like the kind you're gonna face.

If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're now wearing.

POWER-UPS

Other bits of "challenging electronics" may be found in DOOM. Most of these are pretty doggone handy, so grab them when you can. These special items have a duration of either the entire level, a specific amount of time, or just provide an instant benefit. A few of them affect your game screen so you can tell when they are active. For example, when you pick up a radiation suit, the game screen turns green. As the suit deteriorates the screen will flash. This is a hint to get out of the radioactive ooze now!

Radiation Suits provide protection against radioactivity, heat, and other low-intensity forms of energy. Basically, these suits enable you to wade through the radioactive ooze without taking damage. While a suit holds out, your screen will have a greenish tint.
Duration: Time Based

Berserk Packs heal you, plus act as a super-adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb, and you can even splatter those demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red.
Duration: One Level

Backpacks increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.

Computer Maps are a handy find, updating your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in grey.
Duration: One Level

Light Amplification Visors allow you to see clearly even in pitch dark.
Duration: Time Based

ARTIFACTS

A few artifacts from the other dimension are now laying around and you may want them, too.

Health Potions provide a small boost to your health — even past your normal 100%!

Spiritual Armor provides a little extra protection above and beyond your normal armor.

Soul Spheres are strange orbs that make it difficult for others to spot you. The enemy can still see you, but most of their attacks will be less than accurate.
Duration: Time Based

Invulnerability Artifacts are products of the Anomaly that render you immune to all damage. Pretty cool, until the effect wears off. When your invulnerable your screen will be white–your punishment for being tough.
Duration: Time Based

TIP: *Create dissension among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll turn his rage towards the poor jerk with the pitiful aim. If this happens, let 'em at each other — it's always best to let the bad guys do the work for you. (This isn't effective with projectiles fired between demons of the same form.)*

THE ENEMY

From the very first moment you enter the door, till the last gunshot of the game, you'll be fighting a host of baddies. Some are just regular guys with a bad attitude, others are straight from Hell. Some of the monsters you'll face aren't shown here. Don't say we didn't warn you.

Former Humans: Just a few days ago, you were probably swapping war stories with one of these guys. Now it's time to swap some lead upside their head.

Former Human Sergeants: Same as above, but much meaner, and tougher. These walking shotguns provide you with a few extra holes if you're not careful!

Imps: You thought an imp was a cute little dude in a red suit with a pitchfork. Where did these brown bastards come from? They heave balls o' fire down your throat and take several bullets to die. It's time to find a weapon better than that pistol if you're going to face more than one of these S.O.B.s.

Demons: Sorta like a shaved gorilla, except with horns, a bi head, lots of teeth, and harder to kill. Don't get too close or they'll rip your fraggin' head off.

Spectres: Great. Just what you needed. An invisible (nearly) monster.

Lost Souls: Dumb. Tough. Flies. On fire. 'Nuff said.

Cacodemons: They float in the air, belch ball-lightning, and boast one Hell of a big mouth. You're toast if you get too close to these monstrosities.

Barons of Hell: Tough as a dump truck and nearly as big, these goliaths are the worst thing on two legs since Tyrannosaurus rex.

Note: The above illustrations are not drawn to scale.

If you have read the instruction manual and the addendum, but still require further assistance running The Ultimate DOOM, you can do the following:

1. Call GT Interactive's Technical Support at **(970) 522-1797**, Monday through Friday, 8 AM through 12 midnight Eastern Time (closed on major holidays). If possible, please be near your computer when calling. Have as much information regarding your system setup and configuration, as well as detailed information about where you are encountering a problem and any messages you receive on screen.

2. Access on-line technical information at the GT-WEB site at **http://www.gtinteractive.com**. In the "Support Section" you can access lists of frequently asked questions and troubleshooting tips, forum discussions where technical issues are raised, and direct E-mail support at **support@gtinteractive.com**. Upgrade patches will also be made available here for download when released.

3. Mail your questions to:

GT Interactive Software
Attention: TS/Q&A
1 Nixon Lane
Edison, NJ 08817

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or networks. Modifying your system or your software setup can be dangerous and we cannot help you with any resulting problems.